

Scheduling

We advance 72 hours each week or when all games are done. All games must be streamed and archived either on Twitch or YouTube. Away team sends invite and home team streams. If agreed upon the away team may stream. Once invite has been accepted stream should start and be posted to #Live game chat. Games against CPU are expected to be streamed by the only party playing. If there is a lag and the stream has to be cut please post in chat

Scheduling Methods: Teams are expected to use the Weekly Scheduling Channel on Discord to schedule their games with opponents. Users can use other means to schedule their games only if both teams are aware and certain that the game will be played. No team should expect another team to contact by any other way but by posting on scheduling channel. If an owner has not responded after 18 hours feel free to screen cap the conversation and send it to a commish panel member who will put them on auto. User v CPU games will only have 24 hours to be started or they will be simmed if holding up the league.

Reliability: If an owner does not show for the scheduled game time, with sufficient proof he will be put on auto pilot so the opponent can play the CPU if needed. Please we ask you to be mindful of other people's schedules and timeliness is important.

Absent Notice: We understand that we all have lives. Just make sure to let us in advance so we know what is going on and we will reserve your team. Failing to do so may result in being kicked from the league.

GAME PLAY

Sim Playing Style: If it's not seen on Sundays then don't do it. We will not tolerate any exploits of AI.

No Switch: HoFFL will be a no switch league. Players are not allowed to switch players defensively or offensively to user pick/catch on pass plays while the ball is in the air, but are allowed to user pick or make plays with a player they were in control pre-snap. You may only switch to another player after the play is determined. Defenders may not be manually positioned before the snap; this is to prevent any exploits or nano-blitzing. If the ball is tip in the air you can not switch to a defender to make a play on the ball. This will not be applied to fumble recoveries treat them as a rushing play and you may switch.

Zig Zag Running/Quick snapping: No Zig-Zag running to take advantage of A.I's poor pursuit ability this includes running backwards. No quick snapping before defense is set. You cannot snap the ball within 3 seconds of being at the line of scrimmage unless the play clock is low. For example; with a 15 second play clock, you are at the line by 11 seconds, so you should not be snapping the ball before the play clock has gotten to at least 8 seconds. This tends to happen when the offense needs to score quickly or get something going. You don't have to wait until the last 3 seconds to snap the ball, but give the defense some time to make adjustments and more time if the offense makes adjustments.

Play Calling: Calling the same exact play from the same exact formation is an exploit. Vary your play calling. This can take advantage of CPU defenders' very poor play recognition skills compared

to real life play recognition skills This exploit will not be tolerated. Violators will be given disciplinary actions.

Vary your runs, vary your formations, and vary your routes. Do not resort to go-to plays every single third down. We all have tendencies, but let's open up the playbook for this league. Hoping to see various play styles not everyone running MUT plays. For balance we ask you try to keep in mind a 3:1 when calling plays on Offense or Defense. So for every 3 pass/zone plays you should be running at least 1 run/man play for example.

Defensive Coverage/Rush: The defense must have at least 3 players rushing the QB at all times. This means no more than 8 players in coverage. The 3 man rush may include players doing QB contain rush, as long as they do not drop into cover

Hot routes: Teams may not call more than two hot routes on any given play. Hot routing your HB /TE/FB to block counts as a hot routed player. 3 hot routes are allowed for max protect in a 221 or 212 set.

Screen plays: when calling a screen play the ball must go to the designated player. If it's a HB screen it must go to the HB. If it's a WR screen it must go to the WR.

PlayAction: In the NFL, A team will not call playaction on 3rd and long. We will define 3rd and long as 3rd and 5 or longer.

80/20 Rule: In games in which a team has 10 or more carries the starting RB can only carry 80% of carries max. So if RB1 gets 16 carries rest of team qb, rb2, wr whatever needs 4 carries between them.

Offensive Plays Misc: FB dive or QB sneak is NOT allowed on any down with 2 yards or less to go or on the goal line Misdirection runs, such as counters and traps should not be ran more than half of your runs. Overuse of drags, curls, corners, slants, and inside curls will not be tolerated. Running the same routes play after play is not sim. On defense calling different plays in the concept is different than calling the same play. For example Cover 3 Maple and Cover 3 press are the same concept but are different plays however both zone plays. On offense a stretch play in a strong I and a stretch play in regular I are the same concept but are different plays. Exploits in gameplay come up throughout a Madden cycle, the commish team will look into and review them, if discovered a user is abusing these exploits a warning will be given at minimum and subsequent abuses will be dealt with accordingly.

No huddle Offense: You may run No-Huddle offense with no limitation during 2 minute warning of the 1st half or when you are behind in 4th quarter. In any other circumstance you may run no huddle once per drive so long as the defense has come out in an unequal substitution to the Offense such as a nickel set against a 221 set. Unless the offense is up by more than 8 points.

4th down rule: Through 1st - 3rd quarter, you may go for it any time unless you are up by more than 8 points and the ball is over your opponent's 50 yard line with 2 yards or less to go. 4th quarter, you may go for it if you are losing in the game. If winning within the final 2min warning it will be your discretion to go for it. But only in situations where you are trying to run out the clock.

Goal line formation/personnel: Goal line formation may only be used inside 5 on both side of the field.

Run Commit: You may only run commit inside your 5 and goal(distance) situations or at the very end of the game where your opponent only needs a 1st down to seal the game.

Blowouts: Don't run up the score and cheese for XP. This will be dealt with on a case by case basis but assume a 28 point lead in the 4th will be looked at as a time to rest starters and not abuse opponents. Sportsmanship is important on either side of a blowout.

Two point conversion rule: This will be up to user's discretion as the league moves to more 2 point conversions. However if abuse is determined than the abuser will be punished.

Punt trajectory: You can't aim down on a punt. The game AI can't handle it. In the event you shank a punt and the receiving team fumbles due to game BS (non-PR fumbling) you must give the ball back.

Forfeit: HoFFL will absolutely not tolerate quitting on an opponent.

CPU Stat Limits: There will be CPU stat limits for games played against CPU. These are not hard limits and will be investigated on a case by case basis. You are expected to self report a stat violation preferably with a clip of the play that pushed you over the limit. Closer games will be looked at with more leniency. However repeated behavior will be looked at with less. Anyone who is found to not be self reporting will lose a player for 4 games minimum.

Stat limits:

Passing: 400 yards passing, 5 TDs

Rushing/Receiving: 200 yards 3TDs

Defensive: 3 sacks, 3 INTs.

ROSTER MANAGEMENT

Positional Substitution:R3 sub is allowed. Unless we find something that violates another positional rule. However R1 manual sub is only allowed between players from the same position.

Interchangeable Positions: No player is allowed to be put on depth chart that is not his designated position. However there are exceptions to this rule

Positional Rules & Formation Subs

FB: eligible to move to HB or TE

TE: eligible to move to FB or WR

OL: all positions are interchangeable

To change to the following positions the player must have these minimum weights.

4-3 DE: must weigh a minimum of 255 lbs

4-3 DT: must weigh a minimum of 290 lbs

3-4 DE: must weigh a minimum of 290 lbs

3-4 DT: must weigh a minimum of 310 lbs

3-4 OLB: must weigh a minimum of 250 lbs

LB's may not be moved to DT under any circumstance.

4-3 MLB/OLB can be interchanged without weight requirement.

CB to FS/SS: must weight 190 lbs or more and have speed less than or equal to 90.

If moving OLB to DE we ask they have at least one pass rushing move purchased. Remember this is only to move players. If you draft a 270 lb 3-4 NT then he is eligible at that position. Be mindful before you make any changes you must ask permission from the Commish Panel before the move.

Example: DE to LB or CB to SS or FS.

Weight changes can also be requested and will be reviewed by the panel.

Contracts: First of all, keep it realistic. No 7 year deals unless the player requests one, photo evidence required. A good way to do this is to only add or subtract one year from what the players desire. No limit on how big contracts can be signed but please remember the longer/bigger the contract the more consequences will come with it especially because of cap penalty.

Signing/Resigning: Teams are not allowed to release players just to sign him right back at a bargain price within the same season.

Roster requirement: 53 players minimum for the active roster and 10 players for the practice squad. Practice squad does not have to be filled throughout the season. This is allowed to have flexibility on your roster.

Minimums will be enforced swap DL and LB numbers for a 3-4 defense:

QB: 2

RB/FB: 4

WR/TE: 7

OL: 8

DL: 7

LB: 5

DB: 7

K/P: 2

Practice Squad: If an owner poaches a player off another team's practice squad they are expected to keep that player on the active roster until the offseason. You may not sign from a CPU practice Squad. All practice squad signings should be noted in the #PS-signings channel.

Trading: First of all, any deals must be PM'd to a Commish Panel member for approval. Players who are in the first year of new contract are not eligible for trade negotiations. This is to prevent teams to sign a player to a one year deal just to trade them away. Franchise tagged players are eligible for trade negotiations. Teams will not exceed at any point during the draft for a given season, 3 1sts, 4 2nds, or 5 3rds.

OWNERSHIP

HOFFL Award Program

There are 4 awards that we will be available for you the owners to vote on. The Joseph Dukes Man of the Year Award which will go to the best overall owner, the award winner will get a dev bump for a player of their choosing. The Dan Snyder Award which is the best offensive owner. The Jim Irsay Award to the best defensive owner. Winner of either of these will get 3 non physical attributes to spend as they choose on one player. Each owner may only win one of the above awards. Now the final award is the only award the commish panel will be eligible for which is Game of the Year. At the end of the season 10-12 regular

season games will be put as a poll for owners to rank the top 3. Participants of Game of the Year will both get a 3 point non physical attributes boost.

Change of Ownership: The Commish Panel may allow owners to swap teams. We are aware of teams tanking to ensure the best possible draft pick. If tanking is found to be the case the coach will be “fired” with the character being retired and the user expected to create a new one.

RULE CHANGES

Rules can be reviewed and altered by the Commish panel, and when situation permits other players in the league, this will happen after the regular season to be enacted after that offseason. Players may inquire about rule changes in the appropriate channel.